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Nintendo

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Printed in Japan

NES-WG-GBR

WILD GUNMAN™

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

"CAUTION: This Game Pak cartridge can only be used with the Nintendo Entertainment System Mattel Version PAL System."

Thank you for selecting the Nintendo Entertainment System™ Wild Gunman™ Pak. This game requires the Zapper,™ Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

Put yourself in the middle of a western showdown. Armed with the Zapper, it takes a quick hand and dead-eye to earn your reward. Draw against the most wanted outlaws in the West. Then, if you're brave enough, take on the whole gang at once!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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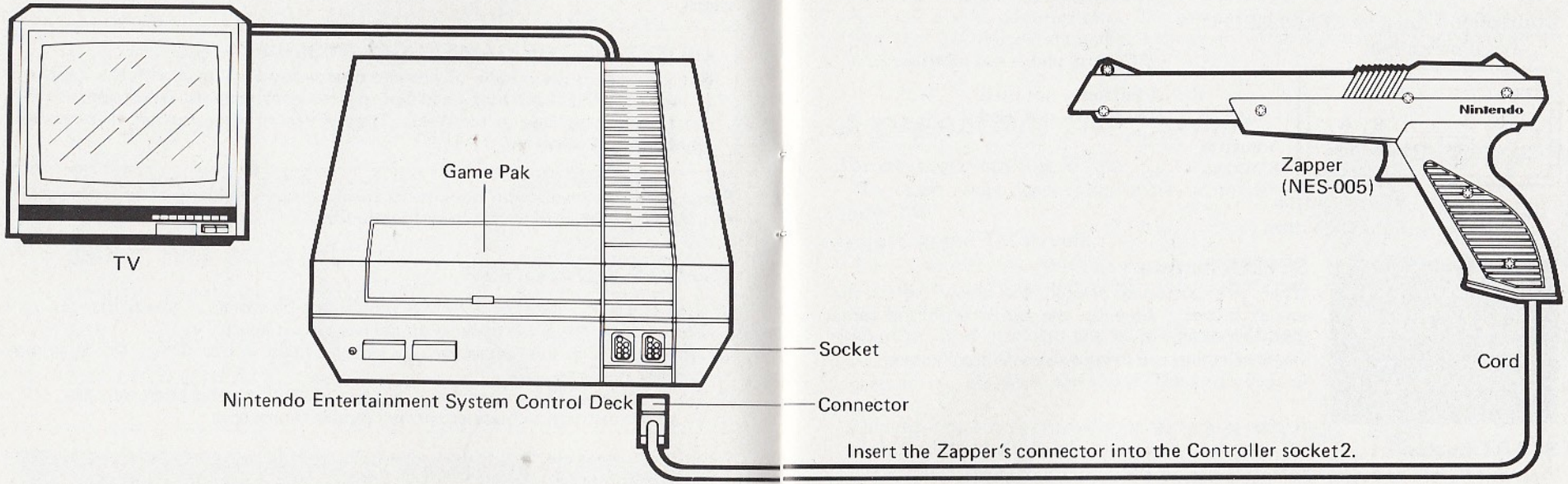
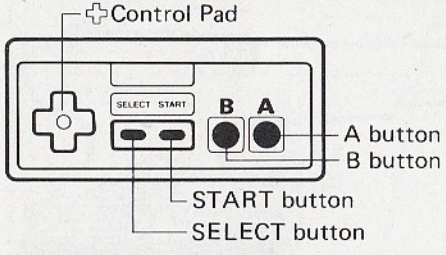
2. CONNECTING THE ZAPPER TO THE NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK



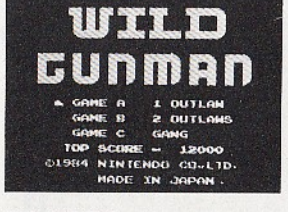
3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 used for START/SELECT



Control pad – not used.

A button – not used.
B button – not used.



SELECT button

When this button is pressed, the arrow (→) on the screen moves. Line up the arrow with the game you wish to play.
Game selection is also possible with the Zapper.

START button

Press this button to begin. Starting is also possible with the Zapper.

Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.
* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER

Target range: approx. 6 feet

* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games with the Zapper

* Point the Zapper away from the screen with the game menu displayed, and shoot. The arrow (→) will move.
* Line up the arrow (→) with the game you wish to play, and then shoot directly at the screen. The game you selected will start.

5. HOW TO PLAY

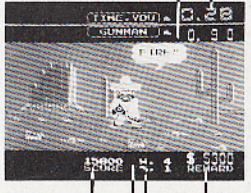
Game A

In this game, you draw against a single gunman.

* When the gunman's eyes flash and he says "Fire," he'll draw his gun and fire.
* The hit range is the entire TV screen.
* "YOU WON" is displayed when the gunman is beaten, "YOU LOST" is displayed when the gunman beats you.
* If you shoot before the gunman says "FIRE", "FOUL" appears on the screen and you lose the wave.
* As the game proceeds, faster shooting gunmen appear (maximum speed 0.4 second).

Quickshooting time of the player

Shooting time of the gunman



Score

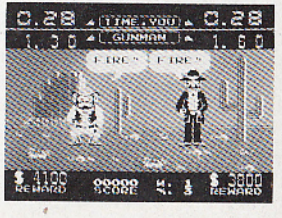
Wave number

Number of players left

Reward for the gunslinger

Game B

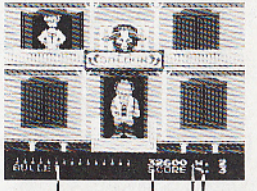
In this game you draw against two gunmen. Play just like Game A, except that sometimes only one gunman will say "FIRE." When this happens, shoot only the gunman who says "FIRE."



Game C

Point the gun toward the screen and wait. The gunmen appear one after another from the windows and door of the building. Shoot them before they shoot you.

* Beat 10 gunmen to clear a wave.
* You have 15 bullets.



Number of bullets

Score

Wave number

Number of players left

[Rules]

Games A and B

1) The gunman says "FIRE." At the same time, his eyes flash and he draws his gun.
2) Quickly draw your gun and shoot the gunman.
   * It is against the rules for a player to draw his gun before the gunman does.
3) The player loses if the gunman shoots first.
4) If you shoot & hit the gunman before he says "FIRE," it is a "FOUL" and you lose.
   * It is also a "FOUL" in Game B to shoot the gunman who did not say "FIRE" first.
5) The game ends after three losses.

Game C

1) Shoot 10 gunmen with 15 bullets.
   *Two gunmen may appear at the same time.
2) The player loses if a gunman shoots first, and the game ends after three losses.

[Scoring]

Games A and B

When the gunman is beaten, the reward becomes the score. In addition, bonus points are awarded, depending on the number of seconds left after beating the gunman. The quicker the win the higher the bonus.

Game C

After beating a gunman, the score is displayed. These are added up as the game proceeds.

[Characters]

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

MEMO

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To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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